

# TWIN CITY ATARI INTEREST GROUP NEWSLETTER

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October 1982

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|------------------------|----------|----------------|---------------|----------|
| President Peter Asch   | 825-1242 | Vice President | Steve Crowley | 944-5152 |
| Secretary Mike Doleman | 861-1893 | Treasurer      | Jim Dahlberg  | 423-1963 |

## MEETING NOTES: SEPTEMBER 26, 1982

The game meet was held with about thirty contestants, not a big turnout, due perhaps to a late delivery of the newsletter which contained the announcement for the meet. This has prompted the deadline for newsletter articles to be moved up to the 5th of the month, so that it can be mailed earlier.

A reminder to club members was made of the need for newsletter articles by club members, noting that he/she who writes an article is entitled to a free disk of the month.

Trophies and prizes were passed out to game meet winners.

The swap meet was scheduled for the OCT. meeting date, to start at 5:00 PM. Bring items you wish to sell or trade. A reminder that all software must be original media including all documentation, copyright law requires any backup copies be "destroyed" in the event that continued possession of the computer program should cease to be rightful."

The OCT. meeting will be on the 24th rather than the last Sunday of the month.

The Educational subgroup will be establishing meeting dates, call Bill Nordstrom, 475-1475, if interested.

The topic of BASIC classes was discussed with note that of the around 16 people who signed up for the last classes, only about 6 were attending the later classes. Those at the meeting who attended the classes indicated the classes were of benefit. If a determination could be made as to why the attendance dropped off, future classes could be adjusted to keep the attendance level up. Since the classes are costing \$15, we wish to be able to deliver a class in which attendance level indicates that all are getting their moneys worth. Any feedback would be helpful.

There will be a cassette of the month along with the disk of the month, cost will be the same as the disk. Any one not having a disk can now get the disk of the month programs on cassette.

## OKIDATA CP110 Information

For those who bought the OKIDATA printer but are not happy that you have to mess with the serial port situation, it is being determined that you will probably be able to eliminate the serial port requirement. The CP110 is actually a parallel port printer, and the models purchased by the group club purchase were modified to a serial port. This means the parallel port was there in the first place, and still is.

To find the actual place where the parallel connection must be made, look at the diagrams which are in the 'manual' you recieved with the printer. The first diagram you want is the drawing labeled OEM PC BD ASS'Y at the lower right corner box.

This diagram is simply a labeled drawing of the circuit board that has the parallel conector on it. Find J7 over on the left side. This is the connector and its pins are labeled. You can only see labels for pins 1,2,6,39,40 (on the B version); you can infer the rest of the pin numbers.

The next thing you need is TABLE 1-5 on page 1-6 of the OKIDATA manual along with FIGURE 5 on page 95 of the ATARI INTERFACE manual.

Now, if matches can be made for the Interface pins to the Printer pins we will have it made. But the pin names are not all the same!

Here is a untried match scheme which should work, but no guarentees are made at this point!

|               |             |
|---------------|-------------|
| INTERFACE PIN | PRINTER PIN |
| 1 Data strobe | 8 Strobe    |
| 2 Bit 0       | 14 Bit 0    |
| 3 Bit 1       | 9 Bit 1     |
| 4 Bit 2       | 19 Bit 2    |
| 5 Bit 3       | 10 Bit 3    |
| 6 Bit 4       | 11 Bit 4    |
| 7 Bit 5       | 18 Bit 5    |
| 8 Bit 6       | 36 Bit 6    |
| 15 Bit 7      | 37 Bit 7    |
| 13 Busy       | 2 Home      |
| 12 Fault      | 1 SW-1      |
| 11 Ground     | 20 Ground   |

The supple source and #'s of the connectors has at this time not been determined, anyone doing so can call 861-1893 to let the rest of us know.

# NEWS FROM THE LIBRARY

The following programs make up the October disk.

|           |                                    |          |                           |
|-----------|------------------------------------|----------|---------------------------|
| Bats      | fly your bat thru the cave         | Simon    | not the one on TAIG 2     |
| Puff      | Rendition of Puff the magic Dragon | Tvtest   | test patterns for t.v.    |
| Suprcomp  | compares two listed files          | Slide    | race for 2 using math     |
| Light     | all you want to know about light   | Screenpr | Gr. 0 screen dump         |
| Labeldisk | creates labels for disk pages      | Bombers  | missile command trainer   |
| Dogbite   | don't get bit                      | Mobsters | gun em down               |
| Matches   | Who gets the last match?           | Enemy    | how long can you hold out |

I know that this month's disk is not going to be fantastic. But what do you expect from public domain programs. You can't expect me to write up some more good programs, I have to use my computer for games. However, that doesn't stop you from writing some of your own stuff. If you write something, let me know and I will put it in our library. I am going to try to get the cassette of the month going by the November TAIG meeting. These cassettes will consist of mostly 16k programs but I will throw in a few longer and better programs for those with more than 16k. The listing for the cassettes will be published in this column. See ya at the meeting.

## CHILDREN WILL PLAY by Phil Seifert

I would like to thank all the people who set up, attended, and ran the game fair. Like most of you who attended, I think it was a lot of fun and we should have another one soon. Say, in about six months. But, instead of cartridge games, we should have another type. How about an On-Line tournament. My proposals are Threshold, Crossfire, Jawbreaker I, team Mouskattack, and Frogger.

Yep, that's right. Frogger is finally out for the Atari. It looks like the arcade game. I would have bought it then and there except that Wizard of Wor was sitting there on the shelf looking kind of lonely. If you have ever seen a sad worluk, then you know what I am talking about. I couldn't resist. Wizard of Wor is marketed by Roklan. My version came on a disk but there will be cartridge soon. And this program looks very close to the arcade game of the same name. It has some excellent sounds and even keeps a permanent high score on the disk version (about six scores I think). You can play by yourself or you can find another trigger happy soul to slug it out with you. Of course, you can shoot the other guy, but it is much better if you team up to rid the dungeons of the monsters. You have a choice of playing with 3,5, or 7 warriors (yes, I spelled that right). This little gem could be had for \$40.00 on disk, what the cartridge will cost, I don't know.

I did buy another program recently. It is called Ghost Encounters by JV Software. This is the sequel to Action Quest. The puzzles are a little fancier and you have to think on some of them even. If you enjoyed Action Quest, then go out and buy this one. If you didn't, go and buy it anyway.

Sierra On-Line has another program coming out for the Atari called Lunar Leepers. Don't ask me what it is, I just heard about it. Now that they have a new title and finally released Frogger, I have just one more question. WHERE IS TIME ZONE????!!!!

Also where is my Zork III. It was supposed to be out on OCT. 1, but I haven't seen it. Maybe it got lost in Zork I. I know I did. Besides Zork III, Infocom is coming out with a science fiction adventure called Starcross. This will retail for \$50.00 and come in very fancy packaging. I might even come up with the dough for this one. Infocom puts out good stuff.

I would like to put to rest a rumor about my ability to solve adventures. I am really not that good. So far the only ones I have completed are Scott Adams #1 and Wizard & the Princess. The others I am still working on. If any of you out there would like to form a special interest group concentrating on adventures, talk to me at the meeting. What I had in mind was a group of people who could help others by giving hints for various adventures (especially the Zorks). Who knows, maybe I will solve some of the others finally.

## TAIG Honor Roll

|                  |                         |                 |                      |
|------------------|-------------------------|-----------------|----------------------|
| Pac Man (cherry) | 147,650 Josh Downham    | Apple Panic     | 47,630 Mark Nelson   |
| Pac Man (key)    | 228,490 Dave Schultz    | Asteroids       | 350,000 Mark Nelson  |
| Shooting Arcade  | 43,520 Phil Seifert     | Caverns of Mars | 133,500 Josh Downham |
| Threshold        | 212,100 Phil Seifert    | Jawbreaker I    | 49,510 Liz Smoliak   |
| Star Raiders     | Star Commanders Class 1 | Jawbreaker II   | 60,480 Brian Moore   |
| Vint Knechtges   |                         | Krazy Shoot-out | 35,740 Phil Seifert  |
| Brian Moore      |                         | Missile Command | 199,755 Tom Larson   |

We didn't set any records at the tournament so maybe everybody had an off day, right? I know I did. See ya at the Meeting.

## FROM THE EDITOR =====

Effective Oct. 5, a new method of submitting articles to the TAIG newsletter is available to those of you owning modems and an upload/terminal program. By dialing up a local computer (541-2175) and signing on with the username of TAIG, you can upload any ASCII file (line oriented with carriage returns at the end of each line) from your ATARI. Follow the following procedure exactly to upload files.

- 1) (dial up the computer)
- 2) press return to obtain the username prompt
- 3) type TAIG and then press RETURN
- 4) type SET TERM/PASSALL then press RETURN
- 5) type CRE filename.ini then press RETURN (Pick any filename; plus your initials)
- 6) Now start the UPLOAD from your ATARI.
- 7) when the UPLOAD is done press the CTRL and Z keys to exit the file
- 8) now type LO to LOG off the system
- 9) finally, hang up the phone.

If you don't have a modem, just follow the procedure outlined in the last newsletter to submit articles. (Owners of TEXT WIZARD, please print the article out to a DISK file before you give me the disk. Also, no margins need be set.)

I must now receive articles by the 5th of the month to meet the printers' deadline of the 10th.

COMPUTER LARKS  
by TRB

Just enough room for some Murphy's laws.

9. IF MORE THAN ONE PERSON HAS PROGRAMMED A MALFUNCTIONING ROUTINE, NO ONE IS AT FAULT.
10. IF THE INPUT EDITOR HAS BEEN DESIGNED TO REJECT ALL BAD INPUT, AN INGENIOUS IDIOT WILL DISCOVER A METHOD TO GET BAD DATA PAST IT.
12. MANUFACTURER'S HARDWARE AND SOFTWARE SUPPORT CEASES WITH PAYMENT FOR THE COMPUTER.

FORTH Follies  
by  
R.D. Jenson

.nls months article is a comparison of the different Forth's available for the ATARI. Also included is a GTIA demo written in Val-FORTH by Doug Gihl. This demo originally appeared in COMPUTE! #28 pg 148.

1) Val-FORTH 1.1 The 'Best' FORTH available for the ATARI due to the expandability factor. Val-FORTH is sold in modules so you can buy only the ones you need. These modules are ( as of this printing ) Val-FORTH kernal, General Utilities, Player-Missile, Display Formatter ( display list interrupt stuff ), Turtle Graphics and Text compression with auto text formatting. The Modules range in price from \$30 to \$40. To get started with Val-FORTH, though, all you need is the Val-FORTH kernal (~\$40) and your 32k ATARI with disk, though I recommend that you also buy the General Utilities module for the Screen editor. In the Kernal you get 'words' on the following subjects; Fig-FORTH, standard Graphics, a useful Debugger, Floating point math ( using the ATARI floating point routines ), Operating system ( OPEN, CLOSE, PUT, GET, etc.), and one of the best assemblers I've seen. Not too bad for \$40. In the General Utilities you get, besides the Screen editor, string words, array words, double number extensions and a nice utility, High resolution text ( GR. 8 text is very nice.) With these two modules you have a very good version of FORTH for your ATARI.

2) QS FORTH - This is the first FORTH for the ATARI. It was originally developed for the LXIDY computer then modified (re-written?) for the ATARI. This one includes most of the same things the Val-FORTH kernal does but it's a little lacking in certain areas-no 850 interface support is the biggest one. It does include a screen editor, but it doesn't use the ATARI editing capabilities, it has it's own words for moving the cursor right,left,up,down etc. This makes it a little slower than I would like. This is a good version for those of you who aren't lazy and don't mind creating your own Player Missile words and the like that Val-FORTH has. Block Buster from APX was written in QS-FORTH.

3) APX Fig-FORTH 1.1 - This is what Val-FORTH was based on. It does have bugs. I don't know if they have been fixed in the latest releases, but since this is not much different from Val-FORTH kernal (which is the same price), I don't see much call for this program (unless you like APX). The documentation is a little sparse but then it's not trying to teach you FORTH.

4) FORTH 1.4 Public domain - I regret to admit that I have not seen this FORTH, so I can not say much about it. Except that the club has it, and the price is right. For those who want to find out more before they invest in a more expensive version, this is most likely the way to go.

Here is a sample program written in Val-FORTH ( it is easily converted to all the other FORTH's ). It does use the graphics routines, so these must be loaded.

```
0 ( GTIA P. 148 COMPUTE! #28 9/82 ) The ( is the equivalent of a REM in BASIC
1
2
3 : SETUP-10                      DEFINES A WORD TO SETUP GRAPHICS MODE 10
4   10 GR.                        AND 'POKES' COLORS INTO THE REGISTERS
5   712 705 DO
6     12 I C!                     I RETURNS THE LOOP COUNTER
7   LOOP ;                        CI PUTS 1 BYTE INTO ADDRESS I
8                                 FOR I=705 TO 711 POKE I,12 NEXT I
9 : DRAW-DEMO                      DEFINES WORD TO DO THE ACTUAL DRAWING
10  79 0 DO                        FOR I=0 TO 78
11    I 4 + 10 / COLOR             COLOR (I+4)/10
12    I 0 PLOT                     PLOT I,0
13    I 191 DRAWTO                 DRAWTO I,191
14  LOOP ;                         NEXT I
15                                --> MEANS TO CONTINUE LOADING NEXT SCREEN
```

```
0 ( GTIA CONTINUED )
1 : RND 20 C@ ;                   DOES A PEEK OF LOCATION 20 RETURNS A
2                                 1 BYTE VALUE
3 : ROTATE-COLORS
4   712 703 DO                    FOR I=703 TO 711
5     300 1 DO                    FOR J=1 TO 299
6       RND                       T=PEEK(20)
7       J C!                      POKE J,T
8     LOOP                        NEXT J
9   LOOP ;                        NEXT I
10 : GR.DEMO
11  BEGIN                          LOOP UNTIL A CONSOLE KEY IS PRESSED
12    ROTATE-COLORS               GOSUB TO ROTATE-COLORS
13    ?TERMINAL                   CHECK IF CONSOLE KEY IS PRESSED
14    UNTIL 0 GR. ;               THEN GO INTO GR. 0
15  SETUP-10 DRAW-DEMO GR.DEMO    WILL CAUSE EXECUTION UPON LOADING
```

I would like to activate the FORTH Interest Group inside the club. Any members willing to attending informational meetings please contact me at Octobers' meeting. I propose the group meet to discuss problems that people are having and also to teach those of us who need help. I feel that the only way to become better FORTH'ers is to talk to each other and find out what people are doing and maybe do a FORTH project for the club.

Local Bulletin Boards.  
by  
Doug Gihl

This article is for those people with modems that are interested in the local bulletin board systems ( BBS ). Most of the BBS's available in the Twin Cities are free of charge. Also most are Apple based systems. They are operated by both private people and local businesses. All the BBS's in this article use full duplex and 300 baud with various forms of parity ( not a problem with Telelink). Some BBS's also let the user define what codes the host computer sends out. For more information on terminals and modems read the June issue of Antic magazine. Well on to the systems available.

First the oldest and most used BBS in the Twin Cities is the Peoples .essage System ( PMS ) 929-6699. This BBS is the place to start because it has been the start of many local BBS. Also most people in this area use PMS to announce everything from new BBS's in the Twin Cities to anything they have to sell. I have seen at least sixty new messages a weekend put on this system. PMS is a very stable system, I can't remember it being down once. But it is very busy and sometimes impossible to get on. This system has many files of interest keying in LOCAL gives a list of local BBS's and if they are up and running or if they are down. This file is updated often. Keying in F gives a list of other features. I access PMS mainly to keep up with the other BBS in the Twin Cities and what other computer users are saying.

Now on to the Networks systems. The next three BBS's are all based on the same BBS program. All require user ID's to get an ID number just follow the directions on the system and use your true name, phone number etc. All of these BBS's support electronic mail which means you can leave mail to another user of the BBS privately.

Erik's Network 920-3975. Is the BBS I use the most as I leave mail to some of my atarian friends who keep odd hours. This BBS also has a wizardry and adventure file which you can use to find someone who knows how to get you past some of the harder parts those adventure games. This BBS is down often, but it's trying

Loki's Corner 571-5965. Has a lively political board that covers everything from communism to nukes, its a great place to fight it all out.

Apple Grove used to be called Maxwell's Place 922-9338. This is a new BBS. This BBS is based on Erik's and Loki's BBS's. It's in the process of being redone. This BBS is being run by many of the same people who help with the new news paper Twin Cities Computer User. This may be a BBS to watch in the future.

Next is NC Software 533-1957. This is a TRS80 based BBS. It is a very basic BBS but, has some interesting features. This system is up most of the time.

Goliath 753-3082. This is a new BBS just put on line this month. It is basically the same as NC Software. But is just starting up and may become better as time passes.

Conference Tree 854-9691. This BBS is different as it's programed in Forth. Also on this system all files are in a parent child format, making this a very unusual BBS.

The above BBS's are just a sample of what is available in this area. More BBS's can be found by calling the BBS's presented here. I hope this article will generate some interest in local systems. Who knows maybe even an ATARI BBS will spring up sometime in the future.

TWINCITY ATARI INTEREST GROUP  
6824 QUEEN AVE. S.  
RICHFIELD, MN 55423



Next TAIG Meeting:  
Sunday, October 24, 1982  
Swap Meet - 5:00 P.M.  
TAIG - 7:00 P.M.

Minnesota Federal Savings and Loan  
31 9th Street  
Hopkins, MN